



NEW RULES

RULES: HOSTILE ENVIROMENT

SKILLS

EQUIPMENT

WEAPONS

ADVANCED RULES: HOSTILE ENVIRONMENT

In such a massive area as the Human Sphere, with wide and varied frontier territories ranging from deep space to wild planetary surfaces, the conductors of special operations can encounter extremely dangerous environmental or biotical conditions.

The threats Infinity troops may have to face will vary depending on environmental conditions. These could be alien or human-designed micro-organisms hostile to human life, or maybe aggressive fauna such as highly developed predators or swarms of tiny voracious or poisonous creatures – the possibilities are wide and varied.

No matter the nature of the environmental threat, these Hostile Environment Rules unify all possibilities into a single system that simplifies the game mechanics, allowing it to be automatic and easy.

Players can combine them with the Special Terrain Rules (see Infinity N3) to create a wide variety of game tables.

QUICK SUMMARY:

- While in a Hostile Environment, each time a specific dice result (for example: 20) is rolled, then an ARM/BTS Roll must be made.

SPECIAL TERRAIN

Hostile Environment is a new type of Special Terrain (see Infinity N3) so, it applies the same game mechanics. However, to facilitate its use, we have repeated the game Requirements for your convenience.

REQUIREMENTS

- » Mark Special Terrain areas when you set up the game table, before the game starts.
- » These areas must have well-defined, recognizable limits whether they are represented by templates, pieces of scenery, or any other means.
- » In game terms, Special Terrain areas have infinite height unless otherwise specified.
- » Players must discuss and agree on the specific characteristics of each Special Terrain while setting up the game table.
- » Special Terrain areas are categorized according to their *MOV Difficulty*, *Saturation*, *Visibility Conditions* and *Type of Terrain*.
- » Each Special Terrain must have one *Type of Terrain* and at least one other characteristic.

AREA OF EFFECT OF SPECIAL TERRAIN ZONES

The Area of Effect of a Special Terrain zone is the area in where its special effects are applied.

Any trooper in base contact with a Special Terrain zone, or whose base or Silhouette Template is covered at least partially by Special Terrain zone, is equally affected by the Effects of the zone.

SETTING AN HOSTILE ENVIRONMENT

To set a Hostile Environment it is necessary to determinate two variables: the Hostility Level and the Environmental Type of Damage. These two factors can be determined by the scenario itself, by mutual accord between players or by a roll in the corresponding tables.

IMPORTANT:

THE ROLL ON THE HOSTILITY LEVEL AND ATTRIBUTE-DAMAGE CHARTS MUST BE MADE BEFORE THE INITIATIVE ROLL.

As determined by the scenario, or by mutual accord between players, a dice roll can be made for each of the *Hostile Environments* on the game table, or just one roll for all of them.

In the same manner, the areas of effect of the *Hostile Environments* will be determined the scenario or by mutual accord between players. They can be the area of a Circular Template, zones of the game table delimited by scenery items, or even one of the two halves of the table or the whole table itself!

HOSTILITY LEVEL

The *Hostility Level* defines how easy or difficult it is for a trooper to suffer damage in that *Hostile Environment*.

The game conditions under which the *ARM Roll* is applied will vary depending on the *Hostility Level* of the environment, determined by the scenario, by mutual accord between players or through a d20 roll on the following chart.

HOSTILITY LEVEL CHART		
HOSTILITY LEVEL	D20 ROLL	GAME CONDITIONS
INSECURE	1--5	ONLY IF ROLL DIE IS 20.
ADVERSE	6--10	ONLY IF ROLL DIE IS 19 OR 20.
DANGEROUS	11--14	ONLY IF ROLL DIE IS 18 OR MORE.
AGGRESSIVE	15--17	ONLY IF ROLL DIE IS 17 OR MORE.
LETHAL	18--19	ONLY IF ROLL DIE IS 16 OR MORE.
SAVAGE	20	ONLY IF ROLL DIE IS 14 OR MORE.

TYPE OF ENVIRONMENTAL DAMAGE

The Type of Environmental Damage determinates the Attribute to roll against and the value of Damage Roll needed to avoid suffering the effect of the Hostile Environment.

The Attribute required for the *ARM*, *BTS* or *PH* Roll and the Damage value or the effect can be determined by the scenario, by mutual accord between players or through a d20 roll on the following chart:

TYPE OF ENVIRONMENTAL DAMAGE		
D20 ROLL	ATTRIBUTE	DAMAGE
1--3	PH	IMMOBILIZED *
4--6	PH-3	IMMOBILIZED *
7--10	ARM// BTS	10
11--14	ARM// BTS	11
15	ARM + BTS	11
16--18	ARM// BTS	12
19	ARM// BTS	12 (DA/DT SPECIAL AMMUNITION, DEPENDING ON ATTRIBUTE)
20	ARM// BTS	13

VARIABLE HOSTILITY LEVEL

Some scenarios, or a mutual agreement between players, can see the addition of this rule. Due to the variability of the *Hostile Environment*, rolls on the *Hostility Level-Attribute-Damage* Chart may be made before the start of each **Game Turn** instead of prior to Deployment. So, in this way, the game conditions change each turn.

HOSTILE ENVIRONMENT

Special Terrain of a dangerous nature which can force troopers to make a roll to avoid suffering Damage depending on the result of the rolls they have got when acting in such type of terrain.

REQUIREMENTS

- » A necessary condition for applying the *Hostile Environment Rule* is that the trooper must be inside or in base contact with an area previously designated as a *Hostile Environment* when declaring or performing an Order or ARO (so, that Order/ARO starts or ends or is performed inside the area).

EFFECTS

- » In game terms, when in an area marked as a Hostile Environment, **each time a model rolls a previously determined dice result** (A 20, for example) **due to an Order declaration or ARO** (It is not applied to *Guts Rolls* or *ARM* rolls, for example) **it can suffer Damage, and it must make an ARM/BTS Roll.**

- » Depending on the nature of the environmental threat, the scenario, or just a mutual accord between players, the *ARM* Roll can be replaced by a *BTS Roll* or even a *PH Roll*.
- » The number the player gets on the dice roll to provoke the damage is always the natural number rolled on the dice. For example, in a *Hostile Environment* where 20 is the number that triggers damage, if the player gets a 20 when rolling the dice, then is rule will be applied.
- » **The *ARM/BTS* Roll caused by a *Hostile Environment* ignores *Cover Modifiers*.**

EXAMPLE OF TABLE CONFIGURATION USING THE HOSTILE ENVIRONMENT RULE

Players A and B decide to provide more variety for their skirmish battles by adding some areas with Hostile Environment to the game table.

First, they decide to create a Hostile Environment area with a Dangerous Hostility Level covering 4 inches on either side of the central line of the table. So, while inside that area, each time a model gets an 18 or more on its dice rolls in Order or ARO, it will suffer the consequences.

Once the conditions under which the Hostile Environment rule is applied are determined, both players must decide the intensity of the attack they might suffer from the Hostile Environment. By mutual accord, they decide it will be Damage 10, the equivalent of a d20 roll with a result between 7-10 on the Attribute-Damage Chart. And they decide that ARM is the Attribute to be rolled against. Now they have the Hostile Environment zone totally configured.

To make the game more intense, they also decide to add two areas equivalent to a Circular Template, one on each side of the table. Both are Aggressive Hostility Level areas, so troopers may suffer consequences for each roll made inside the Templates in which they get a 17 or more. To balance things, both players decide to choose the equivalent of a d20 roll with a result between 1-3 on the Attribute-Damage Chart, so troopers must succeed at a PH roll to avoid being Immobilized.

To finish, both players decide the area between three scenery items they have placed on the game table will be a Variable Hostility Level zone. So, when each Game Turn starts, they will make the rolls necessary to determine the changeable conditions of that area of the game table.

And so, in this easy way, these players have created a game completely different from the ones they have played before.

HOSTILE ENVIRONMENT GAME EXAMPLE-1

During her Active Turn, a Fusilier declares a Move + BS Attack Order. Even if her trajectory starts and ends outside an area previously designated as Hostile Environment, part of the movement is performed inside that area, so she is forced to apply the Hostile Environment rule. So the Fusilier must check if the results of the BS Roll match the value of the Hostility Level of the Hostile Environment area.

HOSTILE ENVIRONMENT GAME EXAMPLE-2

An Auxilia unit, composed of an Auxilia and an Auxbot, is inside an area marked as Aggressive Hostility Level zone (ARM Roll if 17 or more is rolled on the dice), causing Damage: 11 applied against ARM.

The Auxilia and the Auxbot declare the same Order, to Move and Shoot. The Movement ends outside the Hostile Environment area, and it is at the end of their Movement where they both decide to shoot. The Auxilia must perform the corresponding rolls for his shots, but not the Auxbot, as it has a Flamethrower which is a Direct Template Weapon which doesn't require

a roll. The Auxilia succeeds on one roll, getting a 9, but the other two rolls of his Burst fail, getting a 17 and a 19.

Now, the player must apply the Hostile Environment rule because the model, even though shooting outside the Hostile Environment zone, started his Order inside the zone. Moreover, he must make 2 ARM Rolls, because he got 2 rolls that, following the Hostile Environment rule, cause Damage. However, his Auxbot doesn't suffer damage because it has not rolled any dice thanks to its Flamethrower.

HOSTILE ENVIRONMENT GAME EXAMPLE-3

A JSA Ninja is engaged in CC against an ALEPH Myrmidon inside a Hostile Environment with Lethal Hostility Level (ARM Roll if 16 or higher is rolled on the dice). When making the CC rolls, the Myrmidon gets an 18, a result that activates the Hostile Environment Rule. The Ninja gets a 17 which it is also a value that activates the Hostile Environment rule. Both troopers must make an ARM Roll due to the environment.

HOSTILE ENVIRONMENT GAME EXAMPLE-4

A Moderator in his active turn shoots at a Zhanshi who is behind cover inside an Insecure Level Hostile Environment (ARM Roll if 20 is rolled). The Zhanshi replies in ARO by shooting but gets a 20 on his BS Roll. As the Moderator got two successes on his BS Rolls, the Zhanshi must make two ARM Rolls, counting the Cover Modifier, against the Moderator's shots and also an ARM Roll due to the Hostile Environment, but this one is made without applying the Cover Modifier.

HOSTILE ENVIRONMENT GAME EXAMPLE-5

A Daktari, a Nomad Doctor, located in a secure area, activates her Zondbot, a Ghost: Servant Remote, declaring a Move and Doctor Order. The Zondbot Moves towards an Unconscious model and enters an area previously designated as Adverse Level Hostile Environment (ARM Roll if 19 or 20 is rolled). However, the Daktari gets a 20 on the WIP Roll when using her Doctor Special Skill. In this situation, the player does not apply the Hostile Environment rule because the trooper performing the Doctor Skill and rolling the dice is not inside the Hostile Environment, and the trooper which is inside the Hostile Environment is not making any roll.

HOSTILE ENVIRONMENT GAME EXAMPLE-6

A Hassassin Ragik decides to perform an AD: Combat Jump and land inside a Hostile Environment area. However, he fails his PH Roll and the Dispersion obliges him to land outside the Hostile Environment area. The player does not have to apply the Hostile Environment Rule as the Hassassin has neither started, ended, nor performed the Order inside the Hostile Environment area.

HOSTILE ENVIRONMENT GAME EXAMPLE-7

An Akal Sikh Commando performs an AD: Combat Jump but fails his PH Roll and the Dispersion causes him to land inside a Hostile Environment area. The player must apply the Hostile Environment rule, as the Sikh Commando has ended his Order inside the Hostile Environment area.

HOSTILE ENVIRONMENT GAME EXAMPLE-8

A Kurgat who is inside an Adverse Level Hostile Environment (ARM Roll if 19 or 20 are rolled) gets a 20 when rolling dice for Shooting. This area has been declared to act against the BTS Attribute, with Damage of 12 (DA/DT Special Ammunition). AS BTS was chosen as the resisting Attribute, the trooper must apply the DT Special Ammunition.

CHARACTERISTICS

Characteristics are distinctive traits held by all troopers, mainly related to their training, combat style, background and personality.

All Characteristics are **Obligatory**, meaning players cannot choose not to use them.

BACK-UP

This Characteristic indicates whether the trooper has some kind of external memory and personality storage that can be recovered after its demise.

BACK-UP: CUBE 2.0

This model of *Cube* facilitates recovery by CUBEVAC during a campaign.

REQUIREMENTS

The benefits of the *Cube 2.0* are only applied when playing a campaign.

Only to those troopers possessing the *Infinity Spec-Ops* and the *Cube 2.0* Special Skills in their profiles can apply the additional effect of this Special Skill.

EFFECTS

- » This Special Skill works in the same way as the *Cube* Characteristic.
- » Additionally, when playing a campaign, the *Cube 2.0* allows to its user to automatically succeed at the CUBEVAC Roll, without rolling any dice.

The Cube 2.0 is the second generation of the memory, skill and personality recording device. This is not a mere technological improvement over previous models, but a genuine evolutionary leap of the Cube's own concept. The Cube 2.0 not only has the most advanced data storage and protection systems, but also has a link connection to the data sphere. This resource allows the automatic update of back-ups. The Cube 2.0 regularly connects to safe servers, created ad hoc in the data sphere, and it also files an update of the latest version of the data composing the Sheut in different virtual locations, as well as physical hard drives located in security vaults. Cube 2.0s also have the ability to find, acquire and install the latest software, security and service updates for its different operating components. In this way, the Cube 2.0 user is constantly connected and is fully assured of recording and continuity of his personality and memories. At present, all the advanced Lhost models (Boddhisatva, Anāgāmī...) carry a series Cube 2.0.

Sheut (ancient Egyptian: "Shadow") is the name for the data stored in a Cube that comprises a personality. The term Sheut refers only to the pure data and it doesn't include the genetic sample that all Cubes carry. [Extracted from the Universal Conciliar Dictionary. Simplified edition. Manaheim, Concilium Prima.]

SPECIAL SKILLS

Special Skills are available only to a select few units by virtue of their extensive training, their specialized gear, or their natural ability.

SPECIAL SKILL LEVELS

Some Special Skills are divided into Levels of expertise with distinct effects and uses.

Unless otherwise stated, any **numerical Level** of a Special Skill automatically grants all lower Levels of the same Skill. For example, a Level 3 also grants Levels 1 and 2.

Conversely, **alphabetical Levels** such as Level X state whether they grant any other Levels of the Skill or not.

Ariadna instructors have taken advantage of all their years of experience training dogs in defensive and protective tactics to train Antipodes. These techniques have also been used in the rest of the Sphere to train biomodified creatures that fulfill personal security tasks, and even to program defensive robotic units. Even though the particular training is determined by the nature of the unit (biological, alien, robotic...), the final objectives and basic philosophy are always the same and have their origins in tactical dog training. The objective is to create a support and security unit that will help the owner during physical confrontations. Therefore, this unit must possess unquestionable loyalty, manageable aggressiveness, nerves of steel, and solid offensive skills. This is known as a 'firm bite' inside dog-training spheres.

GUARD

Troopers with this CC Special Skill go into combat with an escort unit that grants them *MODs* while in *CC*. Guard has different levels. This update replaces the version previously shown in HS N3.

IMPORTANT!
THOSE IN POSSESSION OF THE *GUARD* SPECIAL SKILL AUTOMATICALLY HAVE THE SPECIAL SKILL *V: COURAGE*.

GUARD

(AUTOMATIC SKILL)

CC Special Skill.

REQUIREMENTS

- » Either in an *Active* or *Reactive Turn*, a trooper must reach or be in base to base contact with an enemy in order to be able to use this Special Skill.

EFFECTS

- » Each level of Guard provides specific *MODs* to *CC*, as shown in the *Guard Chart*.
- » If a trooper has any level of Guard, it automatically has all lower levels. However, you cannot combine the advantages of different levels of this Special Skill.
- » When using Guard, **troopers can employ only one Level from those at their disposal.**
- » A player must indicate which Level of Guard he will use when declaring the use of this Special Skill.

IMMUNITY

Troopers with this Special Skill have an extraordinary innate or artificial capacity to withstand specific types of damage. There are several Immunities, but this Special Skill does not have numerical Levels. This update replaces the version previously shown in Infinity N3.

TOTAL IMMUNITY

(AUTOMATIC SKILL)

Optional.

EFFECTS

- » When suffering a successful *Attack*—or being affected by any weapon or rule—that forces any *ARM* or *BTS* Rolls, the owner is immune to the special effects of the Special Ammunitions, treating them as Normal Ammunition.
- » Players can choose between making an *ARM Roll* or *BTS* Roll, choosing the most advantageous for them.
- » If affected by a weapon or Ammunition with the *Non-Lethal* Trait (see Infinity N3) that forces an *ARM* or *BTS* Roll, owners of Total Immunity won't suffer its effects, so they won't make the *ARM* or *BTS* Roll, nor any corresponding *Guts Roll*.
- » This Special Skill is not applied if the owner suffers a *Hacking* or *Comms Attack*.

GUARD						
LEVEL	ATTACK MOD	OPPONENT MOD	DAMAGE MOD	BURST MOD	TYPE OF DAMAGE	SPECIAL
1	0	-3	+2	0	--	--
2	+3	-3	+2	0	--	--
3	0	-3	+2	+1	--	--
4	+3	0	+3	+1	--	--

Total Immunity and Critical hits

The owner of this Special Skill will apply the Critical hit, suffering the direct Damage, but ignoring the special effect of the Special Ammunition, treating it as Normal Ammunition

Game Example of Total Immunity against Special Ammunition:

A trooper with Total Immunity who suffers a successful Attack with AP Special Ammunition will make 1 ARM Roll, ignoring the special effects of this ammunition (that is, halving the ARM value). If the Attack used DA Special Ammunition, the trooper would only make a single ARM Roll, instead of the two ARM Rolls this ammunition requires.

A trooper with Total Immunity who suffers a successful Attack with E/M Special Ammunition will make 1 BTS Roll, ignoring the special effects of this ammunition (that is, halving the BTS value). If the roll is failed, then the trooper will lose 1 Wounds point, as for receiving a successful Attack with Normal Ammunition. However, if the trooper has a high ARM value, they can make an ARM Roll instead of BTS, without halving the ARM value, and not applying the special effects of the ammo, treating it as Normal Ammunition.

Also, if the player considers that the chance of losing 1 Wounds point is too risky, they can choose not to apply Total Immunity, as it is an optional Special Skill.

Game Example of Total Immunity. Special cases:

A trooper with Total Immunity who is affected by Adhesive Special Ammunition cannot apply Total Immunity, as this is a Non-Lethal Special Ammunition forcing a PH-6 Roll, not an ARM or BTS Roll.

A trooper with Total Immunity who suffers a successful Attack from the Forward Observer Special Skill cannot apply Total Immunity, as Forward Observer does not use Special Ammunition. Also, the trooper cannot apply Total Immunity when facing Hacking Programs as they are Hacking Attacks.

As part of the never-ending arms race between the blade and the shield, the global military complex never undertakes the design of a new weapon or ammunition without researching its countermeasures in parallel. But, despite the accumulated technological acumen of the Sphere, not all cases of resistance to exotic forms of damage can be explained as the result of human military research. Even today, research on the genetic possibilities of human-antipode hybridization yields groundbreaking results, and the mysteries of Dogface metabolism still lie undiscovered.

IMPERSONATION

This Special Skill allows the user to deploy farther than the rest of his army and avoid detection by disguising as an enemy. Impersonation has several states that represent how difficult it is to identify the user as a foe.

IMPORTANT!

ANY LEVEL OF IMPERSONATION AUTOMATICALLY GRANTS ITS USER THE **SURPRISE ATTACK**, **SURPRISE SHOT L1** AND **STEALTH** SPECIAL SKILLS.

IMPERSONATION LEVEL 0:

INFERIOR IMPERSONATION

(DEPLOYMENT SKILL)

Optional, NFB, Fire-Sensitive.

EFFECTS

- » During the *Deployment Phase*, allows the user to deploy anywhere on the game table except for the enemy *Deployment Zone*.
- » Allows the user to deploy in the **Impersonation-2** state (see Infinity N3).
- » Allows the user to deploy inside the enemy *Deployment Zone* by making a *WIP* Roll.
- » Roll the user's *WIP* **after** placing him on the battlefield in order to determine the effects of a failed Roll.
- » The user cannot deploy in base to base contact with any other trooper.

Impersonation: Failing a Deployment Roll

If the user fails his *WIP* Roll, he is penalized with a *Dispersion* Roll. Place the center of the Circular Template over the center of the deployed user's base.

If the *Dispersion* takes the user outside the game table, or anywhere he cannot deploy, place him inside your own *Deployment Zone* in base contact with one of the borders of the game table.

Additionally, if the user fails his Deployment Roll, he loses the option to deploy in the *Impersonation-2* state, must deploy as a figure and not a Marker, and loses any *Deployable Weapons and/or Equipment* deployed alongside him.

Inferior Impersonation: Game state Cancellation

If the *Impersonation-2* state is cancelled, then the user of **Inferior Impersonation** cannot activate it again.

Operative assets under the Impersonator designation are considered infiltration experts and ace performers. On the field, they are equipped with sophisticated holographic masking gear. A master Impersonator can breach the enemy lines, eliminate a target and, posing as the target, take his place in the enemy ranks for a devastating blow weeks or months down the line. Impersonators are the ultimate assassins. No one is so well protected that an Impersonator cannot reach them, kill them, and then disappear amidst the crowd with the swap of a mask and a trick of smoke and mirrors.

INFINITY SPEC-OPS

This Special Skill allows its owner to apply the *Spec-Ops Experience* when playing a campaign.

INFINITY SPEC-OPS
(AUTOMATIC SKILL)
<i>Optional.</i>
REQUIREMENTS <ul style="list-style-type: none"> » An Army List cannot have more than one trooper possessing this Special Skill.
EFFECTS <ul style="list-style-type: none"> » Following the Campaign Rules, players can spend <i>Experience Points (XP)</i> to increase the Attributes of the owner of this Special Skill. Players can also use XP to buy new Special Skills, weapons or pieces of Equipment for the trooper from the charts of their faction. » The owner of this Special Skill will be considered a Specialist Troop in those scenarios that state it, and can apply the Special Rules the scenario specifies for these troopers.

In Special Operations units it is common to see the presence of a member possessing some technical skills, usually focused, but not exclusively, on intrusion and counter-security techniques. Sometimes, these operatives have undertaken specific training courses, but it is also often the case that their knowledge comes from their own experience after years of service and a long career of being part of covert activities teams.

JOURNALIST

The presence of a Journalist on the battlefield, transmitting only information authorized by Intelligence, always praises the work of the troops, catapulting some of them into the spotlight as heroes of the mass medium, or just enhancing their reputation amongst their commanding officers. The Effects of this Special Skill are cumulative.

JOURNALIST LEVEL 1
(AUTOMATIC SKILL)
<i>Optional.</i>
REQUIREMENTS <ul style="list-style-type: none"> » The Effects of this Special Skills can only be applied when playing a campaign. » At the end of the scenario it is compulsory the trooper possessing this Special Skill be on the game table in a non-Null state.
EFFECTS <ul style="list-style-type: none"> » At the end of the scenario players can apply a +3 MOD to their CUBEVAC Roll. » Also, at the end of the scenario players can apply a +3 MOD to their Promotion Roll.

JOURNALIST LEVEL 2

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » This level has the same Requirements as **Journalist L1**.

EFFECTS

- » In addition to the Effects of the previous levels, players can apply a further +3 MOD to their **Promotion Roll**.

JOURNALIST LEVEL 3

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » This level has the same Requirements as **Journalist L1**.

EFFECTS

- » In addition to the Effects of the previous levels, players can apply a further +3 MOD to their **Promotion Roll**.

Journalist Bonus

No matter how many troopers possessing the *Journalist* Special Skill the player has, only a single *Journalist Bonus* (the highest) can be applied once at the end of the scenario to the CUBEVAC Roll and the *Promotion Roll*.

The motto of the good war correspondent is: "Everything for the audience!" The Journalists are a morale boost for the troops, because, thanks to them they can become true medium stars. Most of the time, the journalists are civilian professionals assigned to specific units or military operations. However, sometimes they are military operatives from the Public Relationships Divisions of the armed forces, as happens with the famous Aoidoi of the SSS. All information provided by the journalists has been approved by Intelligence, which controls the activities of these correspondents with an iron hand.

MORPHO-SCAN

Morpho-scan allows the user to replicate the Attributes of an enemy model in *Zone of Control*.

MORPHO-SCAN

(SHORT SKILL)

Comms Attack, Optional, Zone of Control.

REQUIREMENTS

- » The target must be an enemy model possessing the **Wounds** Attribute and inside the owner's *Zone of Control*.
- » Morpho-scan has no effect on enemy Markers nor on enemy troopers possessing the **STR** Attribute.

EFFECTS

- » This Skill doesn't require a Roll.
- » Morpho-scan replaces the **MOV**, **CC**, **BS** and **PH** Attributes of its user with the ones of its target.
- » Morpho-scan imposes a **MOD** of -9 to its target if they declare a **Reset** ARO to prevent it.
- » Once this Special Skill is used successfully, having replaced the owner's Attributes with its target's ones, it cannot be used again during the game.

• REMEMBER:

- The target can declare a **Reset** ARO, applying a **MOD** of -9, no matter what kind of troop is (LI, MI, HI...), and even if the Morpho-scan is declared outside of its *LoF*.

Morpho-scan is a complex VoodooTech system that allows its user to replicate the physical capabilities of any biological being that is in the vicinity. This physiological scanner analyzes the biomechanical structure and the capabilities of the target, imitating them to obtain the same results. The technological level necessary to develop this biomodification system is well above the current capabilities of the science that is currently developed in the Human Sphere. In order to create a Morpho-scan system, not only an extremely precise physiological remote mapping system is required, but it also implies immediate morphophysiological alteration capabilities only accessible to biomutable bodies. The main interest of Morpho-scan is that it allows collection of physiological data from the best representatives of the adversary, creating a wide library of physical perfection while avoiding the repetition and stagnation of standard systems of biological refinement.

SEED-EMBRYO

Troopers possessing this Special Skill are deployed on the battlefield inside a semi-buried camouflaged capsule, to increase their chances of survival. They can hatch voluntarily in the player's second *Active Turn*, changing to a different *Troop Profile*.

SEED-EMBRYO

(DEPLOYMENT SKILL)

Obligatory.

EFFECTS

- » The user of this Special Skill must deploy in the *Seed-Embryo* game state, applying the *Seed-Embryo Troop Profile*.
- » During the *Order Count* Phase of the *Tactical Phase* of the player's second or following *Active Turn* the player can choose to cancel *Seed-Embryo* state, applying the *Developed Form Troop Profile*.

Seed-Embryo and Camouflage and Hiding (CH)

If the bearer of this Special Skill also has some level of the *Camouflage and Hiding (CH)* Special Skill, then it can be deployed as the corresponding Camouflage and Hiding Marker.

If the adversary successfully *Discovers* the camouflaged Seed-Embryo, the players will replace the Camouflage and Hiding Marker with a Seed-Embryo (SEED-EMBRYO) one.

Seed-Embryo and Combat Jump

Those troops whose Seed-Embryo Troop Profile possesses the *AD: Combat Jump* Special Skill cannot be deployed using any other level of Airborne Deployment.

These troops will be deployed as a Seed-Embryo (SEED-EMBRYO) Marker applying the rule as usual.

AUTOHATCH

(SHORT MOVEMENT SKILL)

Optional.

REQUIREMENTS

- » To be able to declare this Special Skill it is compulsory to be in the *Seed-Embryo* state.

EFFECTS

- » Autohatch allows cancellation of the *Seed-Embryo* state with no *Roll* required.
- » This Special Skill must be declared as the first Short Skill of the Order.

- » Whenever the *Seed-Embryo* state is cancelled, **replace the Seed-Embryo Marker** with the trooper's model, facing whatever direction the owning player chooses.

Once the *Seed-Embryo* state is cancelled, the player will use the trooper's **Developed Form Troop Profile**.

- » Regarding *Autohatch*, the cancellation of *Seed-Embryo* state is applied to the whole declared Order. So, if a trooper in *Seed-Embryo* state declares an *Autohatch + Move* Order, her *Developed Form Troop Profile* will be applied for the whole Order.
- » Regarding *Hatch*, cancellation of the *Seed-Embryo* state is applied in the *Conclusion* of the Order, applying the *Developed Form Troop Profile* in subsequent Orders.

HATCH

(ARO)

Optional.

REQUIREMENTS

- » To be able to declare this ARO it is compulsory to be in the *Seed-Embryo* state.

EFFECTS

- » Succeeding at a **PH Roll** allows the trooper to cancel the *Seed-Embryo* state and also to avoid *Attacks* declared against its user, applying the **Dodge** rules. However, a successful *Hatch* does **not** allow the user to move.
- » This Special Skill can also be declared if the active enemy trooper is in *Zone of Control*.

REMEMBER:

- When you replace one of your Markers with a model, you are required to share all *Open Information* relative to that trooper.
- As part of the Shasvastii program to improve the survival capabilities of its troops, the development of *Seed-Embryo* capsule technology is tied to area control and dominance tactics. The Shasvastii troops that have this technology are deployed inside a vital development and maintenance capsule. This capsule is deployed semi-buried and camouflaged in the area of operations. When the critical moment comes, these troops will hatch from the capsule, ready for combat and fully prepared to accomplish their mission, taking their adversaries by surprise.

SEED-EMBRYO (STATE)

MARKER



Seed-Embryo

ACTIVATION

- » Automatic in the *Deployment Phase*.

EFFECTS

- » During the *Deployment Phase*, the player doesn't place the model on the table but a *Seed-Embryo* (SEED-EMBRYO) Marker.
- » A *Seed-Embryo* must apply the values of the **Seed-Embryo** Troop Profile.
- » A *Seed-Embryo* Marker has a **360° LoF**.
- » A *Seed-Embryo* Marker has a **Silhouette (S)** value of 0.
- » If the *Seed-Embryo* Troop Profile has a weapon, the trooper can use it with no need to declare *Hatch* nor to change to the *Developed Form*.
- » This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- » A trooper's *Seed-Embryo* state is cancelled, and its Marker replaced with its model, whenever:
 - » The player chooses to cancel the *Seed-Embryo* state during the *Order Count* step of the players' **second Active Turn** or their following *Active Turns*.
 - » The player declares the *Autohatch* Short Skill or *Hatch* ARO and passes the corresponding Roll, if necessary.

STRATEGIC DEPLOYMENT

This Special Skill allows its owner and the troopers belonging to their same Fireteam to apply the *Forward Deployment* Special Skill.

STRATEGIC DEPLOYMENT

(DEPLOYMENT SKILL)

Optional.

REQUIREMENTS

- » During the *Deployment Phase*, the owner of this Special Skill must be the first member of the Fireteam to be deployed on the game table.
- » The owner of this Special Skill must be deployed as the Team Leader of the Fireteam.

EFFECTS

- » During the *Deployment Phase*, the owner of this Special Skill first, and then the rest of the Fireteam, can be deployed as if they have the *Forward Deployment* Level 1 Special Skill.
- » In those scenarios or when applying tournament rules which provide the *Forward Deployment* Level 1 Special Skill to any member of the Fireteam, the owner of *Strategic Deployment*, and the rest of the Fireteam, can be deployed as if they have the *Forward Deployment* Level 2 Special Skill.

The sum of superior tactical analysis capacity plus to a good knowledge of the zone of operations allows a good team leader to maneuver with full effectiveness to take up advantageous positions on the ground.

TRI-CORE

This Special Skill allows the *Fireteam: Triad* of its owner to apply the four and five-member Fireteam Bonuses (see Human Sphere N3).

TRI-CORE

(AUTOMATIC SKILL)

Optional.

REQUIREMENTS

- » The owner must be a member of a *Fireteam: Triad*.
- » Players can have a maximum of **one** trooper possessing this Special Skill in their Army List.

EFFECTS

- » This Special Skill allows the *Fireteam: Triad* of its owner to apply the four and five members Fireteam Bonuses besides the Bonuses of this type of Fireteam.
- » The effects of this Special Skill are cancelled at the end of the Order in which the *Fireteam: Triad* is reduced to less than **three** members.
- » The effects of this Special Skill are cancelled at the end of the Order in which its owner ceases to be part of the *Fireteam: Triad* or enters the *Isolated* state or any *Null* state.
- » Players must mark the use of this Special Skill by placing a Tri-Core Marker besides the Team Leader Marker.

Tri-Core game example:

During the *Active Turn*, a Spiral Corps player activates a *Fireteam: Triad* with three members, which includes a Taagma Schemer with Tri-Core, so in that Order that Triad can apply the three, four and five-member Fireteam Bonuses.

In the following Order, the Spiral Corps player decides to activate that *Fireteam: Triad* again. However, when doing the *Coherency Check* the player realizes the Triad is composed of only two members. So, that Triad cannot use Tri-Core or apply the three-member Fireteam Bonus.

There are team leaders blessed with the natural ability to be aware of everything that surrounds them, and they are also able to make the most of each of their comrades' skills, which favors maximum efficacy in obtaining results. However, even if it is an innate capacity, it can also be taught and is one of the subjects that most interest the instruction centers to those agencies that are obliged to operate with small groups that require maximum effectiveness.

VULNERABILITY

There are troops who, no matter how resilient, possess some vulnerability to certain attacks or special ammunitions.

VULNERABILITY

(AUTOMATIC SKILL)

Obligatory

EFFECTS

- » The trooper is vulnerable to a type of *Attack* or *Special Ammunition* listed between brackets in its *Troop Profile*. Owners possessing any kind of *Immunity* Special Skill cannot apply that Special Skill when facing such an *Attack* or *Special Skill*.

EQUIPMENT

STRATUSCLOUD

This piece of Equipment generates a *Low Visibility* and *Saturation Zone* the size of a Circular Template, surrounding its bearer.

STRATUSCLOUD (SHORT MOVEMENT SKILL, ARO)
<i>Disposable (1), NFB, Non-Lootable, Optional.</i>
REQUIREMENTS » To be able to declare this Special Skill in the Reactive Turn it is compulsory that the enemy be in <i>LoF</i> or in <i>Zone of Control</i> .
EFFECTS » By spending one Short Movement Skill or ARO it allows the user to enter the <i>Stratuscloud</i> state. » Also, this piece of Equipment allows the user to deploy in the <i>Stratuscloud</i> state. » During the game, it allows the use of the <i>Stratuscloud</i> state.

STRATUSCLOUD (STATE)

MARKER

Stratuscloud.

ACTIVATION

- » Automatic during the *Deployment Phase*.
- » This state can be activated by expending one Short Movement Skill or ARO.

EFFECTS

- » A trooper in *Stratuscloud* state will place a **Low Visibility** and **Saturation Zone the size of a** Circular Template (see Infinity N3) of infinite height, centered on the trooper.

This Stratuscloud template will move with its bearer while they are in Stratuscloud state.

A trooper in this state doesn't suffer the effects of the *Low Visibility* and *Saturation Zone* this piece of Equipment generates, **whether it is their own state or another trooper's**.

However, any other trooper inside the Circular Template will suffer the effects of the *Low Visibility* and *Saturation Zones*, unless possessing any Special Skill or piece of Equipment that ignores them.

In the same way, any Skill, Special Skill, piece of Equipment or *BS Attack* which *LoF* crosses the Stratuscloud template must apply the effects and *MODs* imposed by *Low Visibility* and *Saturation Zones*.

- » The Stratuscloud state will be applied during the entire Order in which it was activated.

CANCELLATION

- » If activated during the *Deployment Phase*, the Stratuscloud state is automatically cancelled at the end of the second *Player Turn*, removing the Stratuscloud Template from the game table.
- » If activated by an Order or ARO, the Stratuscloud state is automatically cancelled at the end of the following *Player Turn*, removing the Stratuscloud Template from the game table.
- » A trooper in Stratuscloud state can cancel this state by declaring so, without spending Order or ARO.
- » Once this state is cancelled, the player cannot activate it again.

Stratuscloud game example

During the *Deployment Phase*, a Tohaa player places a Draal Saboteur in active Stratuscloud state on the game table, with a Stratuscloud Template centered on the model. Now, while the Stratuscloud state is active, the adversary must apply the effects of the *Low Visibility* and *Saturation Zones* on the *Attacks* performed against the Draal Saboteur and any other trooper placed inside that Circular Template.

Meanwhile, the Draal Saboteur will not apply the Stratuscloud effects, so the rolls it makes and the *Burst* of its weapons are not modified by it. However, any other trooper inside the Circular Template is affected by the Stratuscloud, and must apply the effects and *MODs* imposed by it.

If, during the game, the Draal Saboteur in active Stratuscloud state is affected by the Stratuscloud template of an enemy trooper, this trooper will not apply the effects of the *Low Visibility* and *Saturation Zones* provided by that enemy Stratuscloud template.

This state is automatically cancelled at the end of the second *Player Turn*.

The Stratuscloud portable generating units use tiny micron-sized nanotech-creatures as a base. These nano-creatures have been artificially created with genetic engineering, applying hybrid techniques taken from the most advanced nanotechnology research. When the generating unit is activated, it projects a dark cloud of the aforementioned nano-creatures, forming a local and mobile area where visibility is considerably reduced, and whose density affects the penetration capacity of ballistic projectiles. This is a characteristic element of Tohaa bioscience and Combined Army VoodooTech, and the bold attempts to replicate this type of technology in the research centers of the Human Sphere have been, until now, unsuccessful.

SYMBIOMATE

The SymbioMate is a single use piece of Equipment that allows its *owner*, in whose *Trooper Profile* the SymbioMate is listed, to assign it to a trooper in the same Army List, called the *user*, in order to provide additional combat advantages. This update replaces the version previously shown in Human Sphere N3.

SymbioMates: General Game Conditions

- The SymbioMate must be placed and remain in base contact with its *user*, its assigned trooper, moving along with him.
- A SymbioMate is considered a Game State Marker rather than a model.

SYMBIOMATE

(AUTOMATIC EQUIPMENT)

Deployable, Non-Lootable, Obligatory, Prior Deployment.

REQUIREMENTS

- » SymbioMates can only be assigned during the *Deployment Phase*, when deploying their owner.
- » A SymbioMate can only be assigned by its *owner* to those troopers possessing **Symbiont Armor** and who are present on the game table as a model (thus excluding troopers using *Airborne Deployment*, in *Hidden Deployment* or *Impersonation state*, etc.)
- » A trooper with **Symbiont Armor** cannot receive more than one SymbioMate.
- » SymbioMates can only be used while in the *Active Symbiont Armor* state. If this state is lost, the SymbioMate must be removed from the game table.
- » The SymbioMate must be used when suffering a successful *Attack*—or being affected by any weapon or rule—that forces **ARM** or **BTS** Roll.

EFFECTS

- » During the *Deployment Phase*, a SymbioMate is assigned to a trooper possessing **Symbiont Armor** and is placed in base to base contact with that trooper on the game table.
- » A SymbioMate provides its user in the **Active Symbiont Armor** state an **ARM** and **BTS** value of **9**—replacing the **ARM** and **BTS** values of the user's *Troop Profile*—and it also provides the **Total Immunity** Special Skill.
- » When a trooper in the **Active Symbiont Armor** state with a SymbioMate suffers a successful *Attack*—or is affected by any weapon or rule—that forces any **ARM** or **BTS** Rolls she will perform an **ARM/BTS Roll with an Attribute value of 9**, applying the **Total Immunity** Special Skill. Any other successful *Attacks*—or weapon or rule—requiring any **ARM** or **BTS** Rolls by the user during the same Order will also apply the **ARM/BTS 9** Attribute value, and the **Total Immunity** Special Skill.
- » This is a single-use piece of Equipment, the SymbioMate will be removed from the game table at the end of the Order in which it was used.
- » This piece of Equipment is not applied when facing a *Hacking* or *Comms Attack*.

REMEMBER:

- The use of this piece of Equipment is **obligatory**. The SymbioMate will be automatically activated by the first successful *Attack*—or weapon or rule—requiring an **ARM** or **BTS** Roll that is received by the user.

SymbioMate Game Example-1:

During the *Deployment Phase*, the Tohaa Player assigns two of its Kaeltar Specialist's SymbioMates to a Gorgos and a Sakiel, two troopers deployed in *Active Symbiont Armor state*.

During the game, the Gorgos receives, in the same Order, a successful hit with DA Special Ammunition, one successful hit with Adhesive Special Ammunition and a successful *Attack* with *Forward Observer*. As the Gorgos possesses a SymbioMate it is forced to use it, so the TAG treats the DA hit as Normal Ammunition (thanks to the **Total Immunity** Special Skill) applying an Attribute value of **ARM 9**. However, the Gorgos must perform the **PH-6 Roll** for the Adhesive Special Ammunition, as the SymbioMate is not applied with this *Attack*. At the end of the Order, the player must place a Targeted Marker (due the *Forward Observer* successful *Attack*) besides the Gorgos and remove the SymbioMate from the game table.

Let's suppose the Gorgos received two successful hits with Fire Special Ammunition and also an *Attack* with a *Hacking Program*. Then, the Gorgos is forced to use the SymbioMate, so the TAG treats the Fire hits as Normal Ammunition (thanks to the **Total Immunity** Special Skill) applying an Attribute value of **ARM 9**. However, the Gorgos must perform a **BTS Roll** for the *Hacking Attack*, using the Attribute value of its *Troop Profile*, as the SymbioMate does not apply against this kind of *Attack*. At the end of the Order, the player must remove the SymbioMate from the game table.

If the Gorgos would be in *Partial Cover*, it would apply the **MOD +3** to the **ARM/BTS 9** value provided by the SymbioMate.

Later, the Kaeltar Specialist, the owner of the SymbioMates, passes to Dead state. However, even though the Kaeltar model is removed from the game table, the player will not remove the Sakiel's unused SymbioMate.

SymbioMate Game Example-2:

In the next Game Round, during a heroic action, the Sakiel suffers two successful hits with AP Special Ammunition and one *Critical* hit with DA Special Ammunition, all of them in the same Order. As the Sakiel has a SymbioMate, he must use it, so he performs two **ARM** Rolls with an **ARM** value of **9**, due to treating the two AP hits as Normal Ammunition thanks to the **Total Immunity** Special Skill provided by the SymbioMate. Also, he must apply the DA *Critical* hit, but treating it as a *Critical* hit with Normal Ammunition, thanks again to the **Total Immunity** Special Skill. At the end of that Order, the player must remove the SymbioMate.

SymbioMates are bioconstructs that serve as a platform for a symbiont creature to allow other troopers to benefit from the capabilities of the Corahtar Discipline Masters. The sacrifice of these creatures is valuable as it helps to save the life of their users, so nobody will shed tears for them.

TYPES OF WEAPONS

DAZER

The Dazer is a Deployable Weapon that creates a *Very Difficult Terrain* and *Saturation Zone* in its *Zone of Control*.

DAZER

(SHORT SKILL, ARO)

Attack, Deployable, Disposable (3), Zone of Control.

REQUIREMENTS

» In the *Reactive Turn*, LoF to the Active trooper is required.

EFFECTS

» By spending a Short Skill or ARO, the user places a Dazer Marker (DAZER) on the game table to represent the Dazer. This action is an *Attack*.

In the *Active Turn*, the trooper can deploy the Dazer Marker in base contact or, if he moved, in base contact with any part of his route. In the *Reactive Turn*, the trooper must deploy the Dazer Marker in base contact.

Dazers are not considered deployed until the *Conclusion of the Order*.

» Once placed on the game table, the Dazer will be considered activated in the following Orders/AROs.

» This weapon generates a *Very Difficult Terrain* and *Saturation Zone* of infinite height in its *Zone of Control (8 inch radius)*.

» A deployed Dazer remains on the table until the end of the game or until it is destroyed.

DAZER			
ARM	BTS	STR	S
0	0	1	0

Dazer and Multiterrain

Troopers possessing the *Multiterrain* Special Skill don't apply the effects of the *Very Difficult Terrain Zone*.

The Dazer is an area denial element designed to hinder and impede the movement and tactical evolution of the enemy on the ground. It is a hybrid piece of equipment that combines different advanced technologies to artificially generate an area of operational nightmare. The main system is a sonic / electromagnetic emitter that affects the inner ear or the gyroscopic system of anyone who is within its radius of action, causing vertigo sensation, imbalance and, in organic beings, dizziness. This system causes a reduction in the movement capacity and maneuver of the affected troops. The secondary system, on the other hand, is an ejector of high-density nanoparticles that saturate the area increasing the thickness and atmospheric viscosity. These nanoparticles, in addition to impeding the movement through them, have a collateral effect of ballistic detention, reducing the offensive capacity of any troop that is inside. Comparatively, the Dazer is a high-tech element whose effective development as a compact element is relatively

recent. Therefore, it is not very common in the Human Sphere's areas of operations, fortunately for all those who have to deal with one.

PHERO-BOOSTER

Medium range BS Weapon that loads *Pheromonic Special Ammunition*.

This weapon possesses three different *Shooting Modes* from which players can choose.

Burst Mode possesses a *Burst* value of two. **Hit Mode** has a lower *Burst* value, but it possesses a higher *Damage* value. **Stun Mode** works like *Burst Mode* but with *Stun* Special Ammunition.

RANGE

PHERO-BOOSTER (BURST MODE)

0"	16"	24"	40"	48"
SHORT	MEDIUM	LONG	MAXIMUM	
0	+3	-3	-6	

Damage: 14

B: 2

Munición: Pheromonic.

Traits: Non Lootable, Technical Weapon.

PHERO-BOOSTER (HIT MODE)

0"	16"	24"	40"	48"
SHORT	MEDIUM	LONG	MAXIMUM	
0	+3	-3	-6	

Damage: 16

B: 1

Munición: Pheromonic.

Traits: Non Lootable, Technical Weapon.

PHERO-BOOSTER (STUN MODE)

0"	16"	24"	40"	48"
SHORT	MEDIUM	LONG	MAXIMUM	
0	+3	-3	-6	

Damage: 14

B : 2

Munición: Stun.

Traits: Non lethal, Non Lootable, Technical Weapon.

The Phero-Booster is a weapon specifically designed to enhance the pheromonic emission capacity of its user. The core technology of the Phero-Booster consists of a dual rail accelerator that drives a pheromonic package generated by the user's organism, exponentially increasing both the range and the power of this biotechnological projectile. The booster generator of the rail accelerator is partially supercharged, so that it always emits a double discharge each time it is activated, to avoid overloading the system. The pheromonic discharge intensity of the Phero-Booster makes its target marked by the impact, so that it can be located by the tracking systems of the shooter's forces.